This listing of claims will replace all prior versions, and listings, of claims in the application:

## Listing of Claims:

1. (currently amended) A method of selling a non-instant lottery ticket to a player at a point of sale terminal for participation in a game event offered by a game provider, comprising the steps of:

receiving, from a player at the point of sale terminal, data identified by a first machine-readable means printed on a first ticket for participation in a game event, said the first ticket having the first machine-readable means printed thereon by an apparatus a device not connected to the point of sale terminal and prior to said the receiving and responsive to the player selecting one or more bet combinations, said the first machine-readable means corresponding to the bet combinations selected by the player, the point of sale terminal being unable to read data identified by a second machine-readable means printed on a second ticket by a standard lottery terminal for participating in the game event;

activating, after receiving the data identified by the <a href="first">first</a> machine-readable means, the <a href="first">first</a> ticket to participate in the game event <a href="via the point of sale terminal">via the point of sale terminal</a>, the <a href="first">first</a> ticket; ticket;

permitting the  $\underline{\text{first}}$  ticket to participate in [[a]]  $\underline{\text{the}}$  game event;

printing a receipt with indicia thereon after activating the  $\underline{\text{first}}$  ticket; the indicia including proof of payment and activation of the  $\underline{\text{first}}$  ticket; and

receiving payment from the player.

- 2. (currently amended) The method of claim 1, wherein the first machine-readable means is a bar code.
- 3. (currently amended) The method of claim 1, wherein the <a href="first">first</a> machine-readable means identifies a specific lottery product.
- 4. (currently amended) The method of claim 1, wherein the <u>first</u> machine-readable means or a part of the <u>first</u> machine-readable means identifies a specific game provider identifier.
- 5. (currently amended) The method of claim 1, wherein the <u>first</u> machine-readable means includes a ticket security authentication code.
- 6. (currently amended) The method of claim 1, wherein the ticket is printed by a device is selected from the group consisting of a commercial printer, a self-service terminal, a lottery kiosk and a standard lottery terminal.
- 7. (currently amended) The method of claim 1, wherein the second machine readable means includes multiple barcodes.
- 8. (original) The method of claim 1, wherein the indicia on the receipt includes activation price.
- 9. (original) The method of claim 1, wherein the indicia on the receipt includes an activation transaction identifier.
- 10. (original) The method of claim 1, wherein the indicia on the receipt includes a security authentication code.
- 11. (original) The method of claim 10, further comprising the step of: generating the security authentication code using an algorithm and secret data.

- 12. (original) The method of claim 11, wherein the algorithm is a standard encryption algorithm.
- 13. (original) The method of claim 11, wherein the step of generating the security authentication code uses information available only to a game provider.
- 14. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived only from the information available on the receipt.
- 15. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived only from a store back office system.
- 16. (original) The method of claim 11, wherein the step of generating the security authentication code uses information derived partially from the game provider and partially from the indicia on the receipt.
- 17. (currently amended) The method of claim 1, further comprising the step of: sending detailed ticket information of the first ticket to the game provider for registration of sale from a cash register the point sale terminal.
- 18. (currently amended) The method of claim 1, further comprising the step of: assigning a unique ticket identifier to the first ticket in a way that part of the identifier algorithmically corresponds to a combination bet.
- 19. (currently amended) The method of claim 1, further comprising the step of: verifying a player's age prior to activating the  $\underline{\text{first}}$  ticket to participate in [[a]]  $\underline{\text{the}}$  game event.

- 20. (currently amended) The method of claim 1, wherein the <u>first</u> ticket represents a bearer's bond only after <del>activating</del> the activation of the first ticket.
- 21. (currently amended) The method of claim 1, wherein the player selects the bet combinations at a printer the device location and receives the first ticket from the printer location device with the first machine-readable means printed thereon, and wherein said activating the activation of the first ticket comprises activating, at [[a]] the point-of-sale terminal, the data identified by the first machine-readable means.
- 22. (currently amended) The method of claim 1, wherein the received data corresponds to the bet combinations on the  $\underline{\text{first}}$  ticket.
- 23. (currently amended) The method of claim 1, wherein the indicia printed on the  $\underline{\text{first}}$  receipt includes a ticket price  $\underline{\text{of}}$  the first ticket.